

History of Hasami Shogi

Hasami Shogi is a Japanese strategy game that can be played on a *goban*, or Japanese “Go board.” Go is another Japanese strategy game. The traditional *goban* board is actually a table made out of wood that is stained yellow, with a grid of 19 x 19 black lacquer lines. It sits three inches off the floor, and the players kneel on the floor opposite each other. The board is hollowed out to reduce the weight of the board, but also to create a resonating sound when the playing pieces click on the board as they are moved. This is supposed to add to enjoyment of the game!

The object of Hasami Shogi is to remove all of your opponent’s “go stones” by trapping him between two of your stones, or in a corner. *Hasami* actually means “sandwiching,” which is how you capture an opponent. *Shogi* means Japanese chess. The playing pieces are black and white Go stones, also called *ishi*, and black usually makes the first move.

The two-player game of Hasami Shogi probably developed from the game of Go, which is a more complex strategy game. Even though Go is considered to be a Japanese game, it actually was invented by the Chinese emperor Yao in 2300 B.C., which is about 800 years before the Shang Dynasty, the oldest of all Chinese dynasties, or ruling families. In the year A.D. 500, the Japanese empress Suiko introduced Go to Japan, and today Japan has made the game popular. Hasami Shogi is a variation on the game. Unlike Go, where the stones are placed on the lines, Hasami Shogi makes use of the squares of the board, and uses only a quarter of the Go board, or 9 x 9 squares.

Rules of Hasami Shogi

Materials needed

9 x 9 game board

18 clear stones

18 black stones

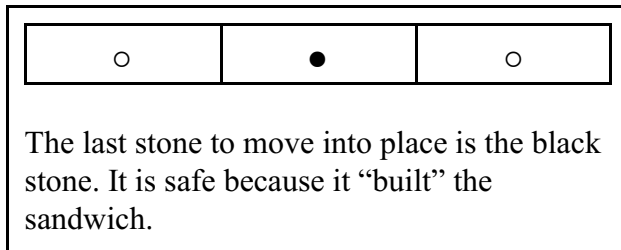
Setting up the game

This is a 2-player game. Set up the board with 2 rows of clear stones on one side of the board, and 2 rows of black stones on the other side of the board. Decide who will go first.

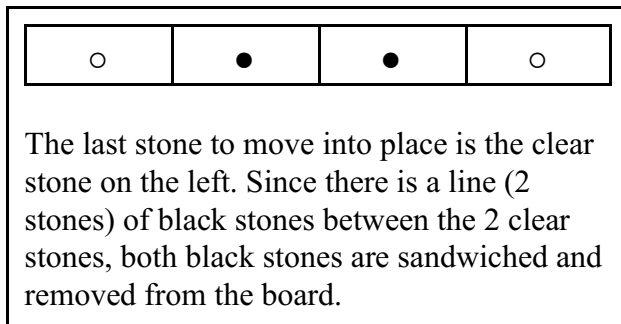
Object of the game

The object of the game is to remove all of your opponent's stones by trapping him between two of your stones, or in a corner. When your opponent has one or no pieces, you have won. You have also won if your opponent can no longer move without being captured.

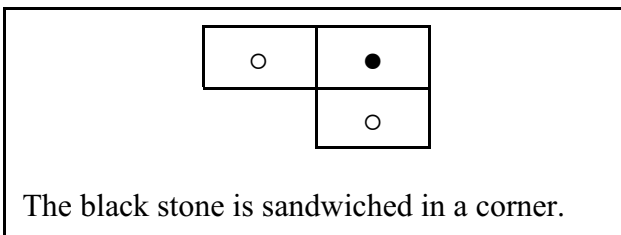
How to capture



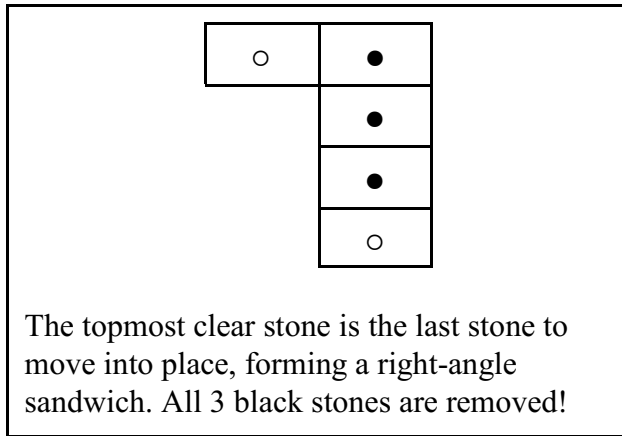
Capturing your opponent's stones is done through "sandwiching," which means that one stone or a line of stones is trapped between an opponent stone on each side. The sandwiched stone (or line of stones!) is then removed from the board.



Watch carefully which side builds the sandwich! If you sandwich yourself between the enemy, then you're safe because you built the sandwich yourself. But if your opponent builds (or completes the sandwich), then you're trapped.



It is also possible to make a right-angle sandwich by trapping one piece in a corner.



If you have a line of stones with one end located in a corner, watch out for your opponent, who can capture this line by building a right-angle sandwich.

How to move

1. Players may move left, right, up and down, but NOT diagonally.
2. You may move only one space at a time, UNLESS you are able to jump a stone. However, you can jump only 1 stone, and the space you are jumping to must be empty. Unlike in checkers, the jumped stone remains on the board. Remember: You cannot move or jump diagonally!

Another way to win

Another way to win this game is to create a line of 5 pieces (same color), horizontally, vertically or diagonally. (Remember that you cannot actually move a piece diagonally!) **However, none of the pieces can be in your 2 starting rows.**

